

ACES WILD

Angry – Aggressive – Adjudicator – Adaptable – Amicable

Every hero solves problems differently, according to their stars; the scale is above. The Punisher would be on the far left – violence as the sole answer to crime. On the far right would be those who understand and sympathize with criminals, sometimes with disastrous results.

You are all such heroes; pick a name and a minor power (no elemental control, time control, or telepathy). You all also fall somewhere on that five point scale, which must balance: so for every Angry, there must be an Amicable. There can only be one Adjudicator (if there are an odd number of players). Everyone starts with 20 Patience.

On each player's turn, the GM will describe a problem or villain that hero faces. The player picks and describes a response from the scale. Then everyone rolls a $d(2 + 2x)$ where x is the distance of your type from the response. Adjudicators always roll a d6. Lose Patience equal to your roll.

The first to reach 0 Patience becomes a supervillain and fights the rest of the party. Mechanically, $Nd20$ (villain) vs. $N * P$ (N *heroes* with P total patience remaining). Highest number wins. Narrate the encounter.